#### **Solutions of Assignment-8**

- Q1. Monte carlo simulation is used for solving
  - (a) Stochastic problems where passage of time plays no substantive role.
  - (b) Deterministic problems where passage of time plays substantive role.
  - (c) Stochastic problems where passage of time plays substantive role.
  - (d) All of the above
- Q2. Monte Carlo simulation is generally
  - (a) Static
  - (b) Dynamic
  - (c) Static or dynamic
  - (d) None of these

# Solutions of questions from 3 to 15 age given below

## Refer the following for Q3-Q6.

A store has one counter. The probability of inter-arrival time and service time of customers are given in the following table.

Inter- arrival time (min)	Probability	Service time (min)	Probability
1	0.2	3	0.2
2	0.3	5	0.5
3	0.3	7	0.3
4	0.1		
5	0.1		

Random numbers used for prediction of inter-arrival time and service time are as per the table given below:

Customer	1	2	3	4	5	6	7	8	9	10	11	12
R.n. for												
Arrival		61	55	1	33	19	25	79	93	18	49	92
R.n. for												
service	28	1	61	85	67	53	62	79	66	63	33	77

It is assumed that first customer comes at 0 time. Random numbers used are from the set of 100 random numbers from 00 to 99. Simulation is to be carried out to find the performance measures of a queueing system.

- **Q3.** The service start time for 10<sup>th</sup> customer will be at
  - (a) 57 min.
  - (b) **47** min.
  - (c) 42 min.
  - (d) 52 min.
- **Q4.** Waiting time in queue by 6<sup>th</sup> customer will be (in minutes)
  - (a) 11
  - (b) **15**
  - (c) 6
  - (d) 18

- **Q5.** The arrival time of 7<sup>th</sup> customer will be at
  - (a) **12** min.
  - (b) 15 min.
  - (c) 21 min.
  - (d) 20 min.
- **Q6.** The time spend by 5<sup>th</sup> customer in the system will be (in minutes)
  - (a) 5
  - (b) 7
  - (c) 16
  - (d) 23

## Refer the following for Q7 to Q10.

A store has one counter. The probability of inter-arrival time (in min) and service time (in min.) of customers are given in the following table.

Interarrival time	Probability	Service time	Probability
1	0.2	1	0.2
2	0.3	3	0.5
3	0.3	5	0.3
4	0.1		
5	0.1		

Random numbers used for prediction of interarrival time and service time as per the table given below:

Customer	1	2	3	4	5	6	7	8	9	10	11	12
R.n. for												
arrival		61	55	1	33	19	25	79	93	18	49	92
R.n. for												
service	28	1	61	85	67	53	62	79	66	63	33	77

It is assumed that first customer comes at 0 time. Random numbers used are from the set of 100 random numbers from 00 to 99. Simulation is to be carried out to find the performance measures of a queueing system.

- **Q7.** The service start time for 11<sup>th</sup> customer will be at
  - (a) 3 min.
  - (b) 5 min.
  - (c) 31 min.
  - (d) **34** min.
- **Q8.** Waiting time in queue by 5<sup>th</sup> customer will be (in minutes)
  - (a) 0
  - (b) **5**
  - (c) 7
  - (d) 8
- **Q9.** The arrival time of 4<sup>th</sup> customer will be at
  - (a) 5 min.
  - (b) 6 min.
  - (c) 7 min.
  - (d) 9 min.

**Q10.** The time spend by 9<sup>th</sup> customer in the system will be (in minutes)

- (a) 10
- (b) **11**
- (c) 13
- (d) 14

#### For Q 11-13:

For a particular shop, the daily demand of an item with associated probabilities is given below:

Daily demand	0	10	20	30	40	50
Probability	0.01	0.20	0.15	0.50	0.12	0.02

If random number stream  $(X_1, X_2, ..., X_{10})$  is generated using linear congruential generator  $(X_i = a^*X_{i-1} + c)$  mod m with  $X_0 = 27$ , a = 17, c = 4, and m = 100,

Q11. Average daily demand for first four days will be

- (a) 25
- (b) **30**
- (c) 35
- (d) 27

Q12. Average daily demand for first ten days will be

- (a) 25
- (b) 30
- (c) 35
- (d) 27

Q13.Demand on 5<sup>th</sup> day is expected to be

- (a) 10
- (b) 20
- (c) 30
- (d) 40

#### For Q 14-15:

For a particular shop, the daily demand of an item with associated probabilities is given below:

Daily demand	0	10	20	30	40	50
Probability	0.01	0.20	0.15	0.50	0.12	0.02

**Q14.**For the sequence of random numbers (out of 100 random numbers generated between 00-99) used are as 25, 39, 65, 76, 12, 05, 73, 89, 19, 49 the average daily demand will be

- (a) 25
- (b) 30

- (c) 35
- (d) **24**

**Q15.**For the sequence of random numbers (out of 100 random numbers generated between 00-99) used are as 40,19, 87,83,73,84,29,09,02,20,the average daily demand will be

- (a) 25
- (b) 30
- (c) **22**
- (d) 27

# **Solutions**

**For Q3-6** 

Custome	R.n. (arrival	Int arr	R.n. for serv	Arr time	Serv time	Time ser beg	Wait time- queue	Time serv ends	Time cust in syst
1	,	timo	28	0	5	0	0	5	5
2	61	3	1	3	3	5	2	8	5
3	55	3	61	6	5	8	2	13	7
4	1	1	85	7	7	13	6	20	13
5	33	2	67	9	5	20	11	25	16
6	19	1	53	10	5	25	15	30	20
7	25	2	62	12	5	30	18	35	23
8	79	3	79	15	7	35	20	42	27
9	93	5	66	20	5	42	22	47	27
10	18	1	63	21	5	47	26	52	31
11	49	2	33	23	5	52	29	57	34
12	92	5	77	28	7	57	29	64	36
13	83	4	71	32	7	64	32	71	39
14	61	3	86	35	7	71	36	78	43
15	28	2	79	37	7	78	41	85	48
16	78	3	88	40	7	85	45	92	52
17	21	2	43	42	5	92	50	97	55
18	32	2	7	44	3	97	53	100	56

# For Q7-10

Customer	R.n. (arrival)	Int arr time	R.n. for serv	Arr time	Serv time	Time ser beg	Wait time- queue	Time serv ends	Time cust. in syst.
1			28	0	3	0	0	3	3
2	61	3	1	3	1	3	0	4	1
3	55	3	61	6	3	6	0	9	3
4	1	1	85	7	5	9	2	14	7
5	33	2	67	9	3	14	5	17	8
6	19	1	53	10	3	17	7	20	10
7	25	2	62	12	3	20	8	23	11
8	79	3	79	15	5	23	8	28	13
9	93	5	66	20	3	28	8	31	11
10	18	1	63	21	3	31	10	34	13
11	49	2	33	23	3	34	11	37	14
12	92	5	77	28	5	37	9	42	14
13	83	4	71	32	5	42	10	47	15
14	61	3	86	35	5	47	12	52	17
15	28	2	79	37	5	52	15	57	20
16	78	3	88	40	5	57	17	62	22
17	21	2	43	42	3	62	20	65	23
18	32	2	7	44	1	65	21	66	22

# For Q11-13

Daily Demand	Probability	Cumulative probability	Random number interval
0	0.01	0.01	00
10	0.20	0.21	01-20
20	0.15	0.36	21-35
30	0.50	0.86	36-85
40	0.12	0.98	86-97
50	0.02	1.00	98-99

Rand no LC generator
LCG(a=17,c=4, X0=27,
m=100)

111-100)			
S. No.		<b>X</b> i-1	$X_i$
	1	27	63
	2	63	75
	3	75	79
	4	79	47
	5	47	3
	6	3	55
	7	55	39
	8	39	67
	9	67	43
1	0	43	35

Days	Random numbers	Demand
1	63	30
2	75	30
3	79	30
4	47	30
5	3	10
6	55	30
7	39	30
8	67	30
9	43	30
10	35	20
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Avg demand for first four days= 30
Avg. daily demand for first 10 days= 270/10=27
Demand on 5<sup>th</sup> day= 10

# Q14

Daily Demand	Probability	Cumulative probability	Random number interval
0	0.01	0.01	00
10	0.20	0.21	01-20
20	0.15	0.36	21-35
30	0.50	0.86	36-85
40	0.12	0.98	86-97
50	0.02	1.00	98-99

Days	Random numbers	Demand
1	25	20
2	39	30
3	65	30
4	76	30
5	12	10
6	05	10
7	73	30
8	89	40
9	19	10
10	49	30
Avg. daily demand 240/10=24		

### Q15.

Days	Random numbers	Demand
1	40	30
2	19	10
3	87	40
4	83	30
5	73	30
6	84	30
7	29	20
8	09	10
9	02	10
10	20	10
	Avg. daily demand 22	20/10= <mark>22</mark>
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